

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended) A gaming device comprising:

a processor;

a plurality of reels controlled by the processor;

a plurality of paylines associated with said reels; and

means connected to the processor for enabling a player to wager at least one credit having a value, wherein the processor activates a number more than one of the paylines for the at least one credit wagered, wherein the processor is operable to determines a first fraction of said value~~credit~~ wagered to be wagered on each a first activated payline and a second fraction of said value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder, and wherein the processor is adapted to generate a winning outcome for each activated payline, the winning outcome for each payline being a multiple of at least one of said first fraction of said credit value wagered on said activated paylineand said second fraction of said value wagered.

Claim 2 (original) The gaming device of Claim 1, wherein the number of paylines are selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 3 (currently amended) The gaming device of Claim 1, wherein said wagering means includes which a bet one credit button.

Claim 4 (currently amended) The gaming device of Claim 1, wherein the wagering means includes means for enabling the player to select said paylines for each credit fraction wagered.

Claim 5 (original) The gaming device of Claim 1, which includes means controlled by the processor for indicating the activated paylines.

Claim 6 (currently amended) The gaming device of Claim 1, which includes means controlled by the processor for indicating a total of the fractions of each of said credits wagered on each activated payline.

Claim 7 (currently amended) The gaming device of Claim 6, wherein said processor is adapted to activate the number of paylines is per credit selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 8 (original) The gaming device of Claim 7, which includes means connected to the processor for enabling the player to wager a plurality of credits.

Claim 9 (currently amended) The gaming device of Claim 7, wherein a total at least one of the first fraction of each of said credits wagered on each activated payline is the credits wagered and the second fraction is equal to the value wagered divided by the number of activated paylines.

Claim 10 (currently amended) The gaming device of Claim 1, wherein said processor decreases the fraction of the credit value wagered on each payline as the number of activated paylines increases.

Claim 11 (original) The gaming device of Claim 1, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 12 (original) The gaming device of Claim 1, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 13 (original) The gaming device of Claim 1, which includes means controlled by the processor for displaying each of the winning outcomes.

Claim 14 (currently amended) The gaming device of Claim 1, wherein the processor is adapted to activate all the paylines ~~for each credit wagered~~.

Claim 15 (currently amended) A gaming device comprising:

a processor;

a plurality of reels controlled by the processor;

a plurality of paylines associated with said reels; and

means connected to the processor for enabling a player to wager at least one credit having a value, wherein the processor activates a number more than one of the paylines for ~~each credit~~ the value wagered by the player, wherein the processor is operable to determines a first fraction of ~~each credit~~ wagered the value to be wagered on ~~each of said~~ first activated paylines and a second fraction of the value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder, and wherein the processor is adapted to generate a winning outcome ~~for each activated payline~~, the winning outcome ~~for each activated payline~~ being a multiple of at least one of said first fraction of said credit value wagered on said activated payline and said second fraction of said value wagered.

Claim 16 (currently amended) The gaming device of Claim 15, wherein the wagering means includes means for enabling the player to select said paylines for each credit fraction wagered.

Claim 17 (original) The gaming device of Claim 15, which includes means controlled by the processor for indicating the activated paylines.

Claim 18 (currently amended) The gaming device of Claim 15, which includes means controlled by the processor for indicating a total of ~~the fractions of each credit~~ wagered on each activated payline.

Claim 19 (original) The gaming device of Claim 15, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 20 (original) The gaming device of Claim 15, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 21 (currently amended) A gaming device comprising:

a processor;

a plurality of reels controlled by the processor;

a plurality of paylines associated with said reels; and

means connected to the processor for enabling a player to wager at least one credit having a value and to activate a number more than one of the paylines for the value at least one credit wagered by the player, wherein the processor is operable to determine a first fraction of said credit-wagered value to be wagered on each a first activated payline and a second fraction of said value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder, and wherein the processor is adapted to generate a winning outcome for each activated payline, the winning outcome for each activated payline including a multiple of at least one of said first fraction of said at least one credit value wagered on said activated payline and said second fraction of said value wagered.

Claim 22 (currently amended) The gaming device of Claim 21, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on each of said paylines the value of the at least one credit.

Claim 23 (currently amended) The gaming device of Claim 21, wherein the wagering means includes means for enabling the player to select said paylines for each credit fraction wagered.

Claim 24 (original) The gaming device of Claim 21, which includes means controlled by the processor for indicating the activated paylines.

Claim 25 (currently amended) The gaming device of Claim 21, which wagering means enables the player to wager unequal fractions of each credit the value wagered on said activated paylines.

Claim 26 (original) The gaming device of Claim 21, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 27 (original) The gaming device of Claim 21, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 28 (currently amended) A gaming device comprising:

a plurality of reels and a plurality of paylines associated with said reels displayed to a player;

means connected to the reels for enabling the player to wager at least one credit on said paylines, the at least one credit having a value; and

means connected to the wager means ~~for operable to activating activate a number more than one~~ of the paylines ~~for each credit wagered~~, wherein a first fraction of each credit the value wagered on said paylines is wagered on each of said plurality of a first payline and a second fraction of the value wagered is wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder.

Claim 29 (original) The gaming device of Claim 28, wherein the payline activating means is a processor.

Claim 30 (original) The gaming device of Claim 28, wherein the payline activating means includes means for enabling the player to select the activated paylines.

Claim 31 (currently amended) A gaming device comprising:

a plurality of reels;

a plurality of paylines associated with said reels and displayed to a player;

means connected to the plurality of reels for enabling the player to wager at least one credit on said paylines, the at least one credit having a value; and

means connected to the wager means ~~for operable to activating activate more than one~~ a number of the paylines ~~for each credit wagered~~, wherein a first fraction of each credit ~~the value~~ wagered ~~on~~ said paylines is wagered on each of said plurality of ~~a~~ first paylines and a second fraction of the value wagered is wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder, and said first fraction and said second fraction ~~on each activated payline~~ decreases as the number of activated paylines increases.

Claim 32 (original) The gaming device of Claim 31, wherein the payline activating means is a processor.

Claim 33 (original) The gaming device of Claim 31, wherein the payline activating means includes means for enabling the player to select the activated paylines.

Claim 34 (currently amended) A gaming device comprising:

a plurality of reels;

a plurality of paylines associated with said reels and displayed to a player;

means for enabling the player to wager at least one credit on said paylines, the at least one credit having a value;

means operable to for activating activate a number one or more than one of the paylines for each credit wagered and for to wagering a first fraction of each credit the value wagered on each of the activated first paylines and a second fraction of the value on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder; and

a processor for controlling said reels, wagering means and activating means and for providing the player a multiple of each fraction of each credit the value wagered on each activated payline which has a winning outcome.

Claim 35 (currently amended) A method for operating a gaming device, said method comprising the steps of:

- (a) enabling a player to wager a credit having a value;
- (b) activating a number of paylines, wherein more than one a first payline for is associated with a first fraction of the wagered credit value and a second payline is associated with a second fraction of the wagered value, the first fraction being different than the second fraction if the wagered value divided by the number of activated paylines results in a remainder; and
- (c) providing a payout to the player for each activated payline which has a winning outcome, the payout being a multiple of the at least one of the first fraction of the credit wagered value and the second fraction of the wagered value on said payline.

Claim 36 (withdrawn) A gaming device comprising:

a processor;  
a multi-hand video poker game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one credit, wherein the processor activates more than hand for at least one credit wagered, wherein a fraction of said credit wagered is wagered on each hand, and wherein the processor is adapted to provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit wagered on each activated hand.

Claim 37 (withdrawn) The gaming device of Claim 36, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on said hands.

Claim 38 (withdrawn) The gaming device of Claim 36, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claim 39 (withdrawn) The gaming device of Claim 36, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 40 (withdrawn) The gaming device of Claim 36, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 41 (withdrawn) A gaming device comprising:

a processor;  
a multi-hand video poker game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one credit and to activate more than one of the hands for at least one credit wagered by the player, wherein a fraction of said credit wagered is wagered on each activated hand, and wherein the processor is adapted to provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit wagered on each activated hand.

Claim 42 (withdrawn) The gaming device of Claim 41, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on each of said hands.

Claim 43 (withdrawn) The gaming device of Claim 41, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claim 44 (currently amended) A gaming device comprising:

a processor;  
a multi-play game controlled by the processor; and  
means connected to the processor for enabling a player to wager at least one credit having a value, wherein the processor is operable to activates more than one a number of the plays for each of the credits value wagered by the player, wherein a first fraction of each of said credits said value wagered is wagered on each a first of said activated plays and a second fraction of said value wagered is wagered on a second of said activated plays, the first fraction being different than the second fraction if the value wagered divided by the number of activated plays results in a remainder, and wherein the processor is adapted to provide to the player a winning outcome for each activated play that is a multiple of at least one of said fractions of said credits value wagered on each activated play.

Claim 45 (currently amended) The gaming device of Claim 44, wherein the wagering means includes means for enabling the player to select said plays for each credit fraction wagered.

Claim 46 (original) The gaming device of Claim 44, which includes means controlled by the processor for indicating the activated plays.

Claim 47 (currently amended) The gaming device of Claim 44, which includes means controlled by the processor for indicating a total of the fractions of each-of-said credits-value wagered on each activated play.

Claim 48 (currently amended) A gaming device comprising:

a processor;

a multi-play game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one credit having a value and to activate more than onea number of the plays for the at least one credit wagered by the player, wherein a first fraction of said credit-value wagered is wagered on each-a first activated play and a second fraction of said value wagered is wagered on a second activated play, the first fraction being different than the second fraction if the value wagered divided by the number of activated plays results in a remainder, and wherein the processor is adapted to provide to the player a winning outcome for each activated play that is a multiple of at least one of said fractions of said credit-value wagered on each activated play.